SDS™

A HIGH SPEED STRATEGY GAME

NORAD

FUNPAX™

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BRIEFING

You must stop the incoming enemy missiles before they reach one of your cities or A.B.M. sites. Enemy I.C.B.M. come in waves. Each progressive wave comes in more tightly packed and from a broader reentry zone. Between each wave you will be able to rebuild and receive supplies and reinforcements. By surviving all incoming waves, you guarantee our victory; by not, our defeat.

LAUNCHING:
To launch an interceptor, press the numeric key corresponding to the missile site number. Therefore, to launch a Seattle-Tacoma missile, press the key with "1" on it as it corresponds to site #1. Sites are numbered from left to right . . . 1, 2, 3, . . . , 8, 9, 0 . . . the same positioning as the numeric keys have on the key board.

STEERING:
Upon launching, A.B.M.'s will fly directly north (towards the top of your screen). To maneuver a missile, use the left and right arrow keys which, naturally enough, guide the missile left or right (West or East) depending on the key that was pressed. You may have two A.B.M.'s in flight at one time. Only the first one can be controlled, while the second one will fly directly north. The second missile may be controlled once the first missile is detonated. Once this occurs, another A.B.M. may be launched.

DETONATION:
To be of any effect, you must blow up the A.B.M. near an incoming warhead or your missile will fly out of effective range while the aggressor I.C.B.M. will obliterate several million of your fellow citizens. To detonate your nuclear warhead, press the spacebar.

SCORING:
By destroying an enemy I.C.B.M. you make a "kill" and thereby obtain points (not to mention the grateful recognition of all those peoples' lives that you saved in the target area — those suffering from the radioactive fallout over the blast zone is another matter entirely; like all of us in Canada). Every skill level has a different value of "points per kill". Points given are 10 times the value of skill level being played.

Bonus points are given for missiles remaining in sites unlaunched, this being an incentive for you not to waste missiles. Each remaining missile will give you 10 times the value of skill level being played. However, the supply city associated with the missile site must not have sustained any damage during the wave else no bonus will be given.

INSTRUCTIONS

START UP

PLEASE ALLOW 10-20 SECONDS FOR THIS DISC TO START BOOTING.

Initially, you begin the game with ten cities and ten launch sites with each launch site corresponding to a city. Each launch site contains five missiles. Due to the communication disruption, you have no way of knowing how many missiles you have left at each site but you will know when you have run out as your site disappears from the map.

SUPPLIES, REPAIRS, AND REINFORCEMENTS

Between each wave of incoming I.C.B.M.'s, your cities and sites have a chance to recuperate and repair. A city will build 5 A.B.M.'s and transport them to its launch site. A partially hit city (one that has sustained a direct hit — probably due to malfunctions of the "Failsafe" system) will repair itself and build and transport 2 A.B.M.'s to its site. A totally destroyed city can not repair itself as it has ceased to exist and therefore will not build A.B.M.'s for its particular site. In this case, the particular site in question will function only as long as its stockpile lasts. If a site has been destroyed, it will cease to exist on the map and lose all of its stockpile. If its city still exists, a new site will be built for the transported A.B.M.'s.

In advanced levels, your communications net may improve enough that you may contact out-of-touch sites or off-soil forces. One of these is a defensive MX site. This site can move on a fixed roadway and has no city associated with itself. To move it, use the " ◄ " and " ► " keys which will either move it West or East. To launch its A.B.M.'s, use the '*' key. In none of these cases do you need to shift the

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keys. The MX comes with 5 missiles and is restocked from along its movement path (from hidden stockpiles) with 5 more between each wave of onslaught. Its main advantage is that it is mobile and can not be hit. However, if all cities and sites are destroyed, its crews will disband and try to eke out an existence.

A second such site is a nuclear submarine carrying experimental submersible A.B.M.'s. Unlike the MX, it can not move out of the Caribbean as this is where all its hidden stockpiles are. It initially comes with 5 A.B.M.'s and can retrieve 5 more between waves. To fire it, use the "=" key and as with the MX keys, you do not have to use the shift key. As with the MX, the submarine can not be hit due to the "Principle of Uncertainty", i.e., nobody knows where it is. Once all cities and sites have been destroyed, the submarine will depart for Australia.

SPECIAL FEATURES

AIR TRAFFIC CONTROLLER SYNDROME:

If the situation at hand becomes too hectic for you to handle and you feel that you are going to have a nervous breakdown, press 'CTRL P' which will pause the game. Once you have recovered or your replacement has arrived, do as the message says: hit any key to continue.

PRACTICE ALERTS

This is a training feature to prepare you for the real thing. By pressing 'CTRL B', you can generate an automatic rebuild which will conclude all incoming attacks presently on the screen and issue another supply of A.B.M.'s from the cities. By doing this with each oncoming wave, you can advance to the wave you wish to practice and build up a nice reserve of missiles along the way. The cost of using this function is that it results in the following:

1) High score routine will not work.
2) Win routine will not work.
3) MX will not appear.
4) Submarine will not appear.
5) Whole city will only supply 3 A.B.M.'s.
6) No bonus points will be awarded.

SOUND OF ONE HAND CLAPPING

By pressing 'CTRL S', you will silence the speaker when avoidance of enemy detection systems is a necessity. By pressing 'CTRL S' again, you will toggle the speaker back on.

AVOIDING EMBARRASSMENT AND INTENSE FRUSTRATION

By pressing 'CTRL X', you will stop a game in progress and force it to go back into demo mode thereby erasing the incriminating evidence before your associates and superiors can see it. However, as this is a wartime situation, you could end up being shot for treason.

LENGTHY DISPLAYS

All flashing messages such as 'NORAD', 'THE END', and 'HI SCORE' may be terminated by pressing any key on the keyboard.

ENEMY TACTICS

Initially the enemy tactic is to destroy your cities but as you progress to higher level of waves he will change his tactics and concentrate more on your missile sites. With each oncoming wave, he will launch more missiles at you and at a faster rate with the result that you will have more than one enemy I.C.B.M. on the screen and all of them coming at you very fast. With each successive wave, more I.C.B.M.'s will be incoming from other parts of his sphere of influence having had time to fly there and as a result will come in on a broader area of reentry. As a result of his higher approach speeds, you will find that your A.B.M. radius of detonation will seem to diminish and dissipate quicker as well as having a seeming loss of guidance over your A.B.M. in the higher waves.

Waves will be repeated in higher skill levels. In skill one, you will have to face 1 wave 1, 2, 3, 4, 5, and 6. With skill two, you will face 2 wave 1's, 2's, 3's, 4's, 5's, and 6's while in skill three you will face 3 wave 1's, 2's, 3's, 4's, 5's, and 16 wave 6's for a total of 31 waves.

HINTS ON HOW TO WIN

1. Use the repeat key when you guide your A.B.M.
2. Use missile sites #1 and #0 and to a slightly lesser extent, #2 & #9 on lower waves so more central sites can build up stockpiles that they will desperately need in the higher waves.
3. Use MX and submarine missiles before regular site A.B.M.'s as they do not receive bonus points for stockpiling.
4. Prepare for wave #4 as it separates the men from the boys, the women from the girls, the liberationists from the chauvinists.

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5. Go on to a higher skill level when you feel confident instead of waiting to survive the skill level you are presently playing. You will obtain a higher score this way as, after all, scoring is all that matters.
6. Make every shot count.
7. Do not lose a site with a large stockpile.
8. Do not panic or you will lose everything.

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Southwestern Data Systems
P.O. Box 582
Santee, CA 92071

REQUIEM TO CANADA

Oh woe is us who get caught in the middle.

If you are a mouse among many elephants,
for your own sake — don't squeak.

When can their radiation fade?
O the wild flight they made!
All the world feared
Frightening flight they made!
Vengeful Death Tirade
Ignoble MIRVed one-thousand!

with apologies to Alfred, Lord Tennyson

Package Design/Graphics: Doug Westerkamp
Cover Illustration: Frank Wyman

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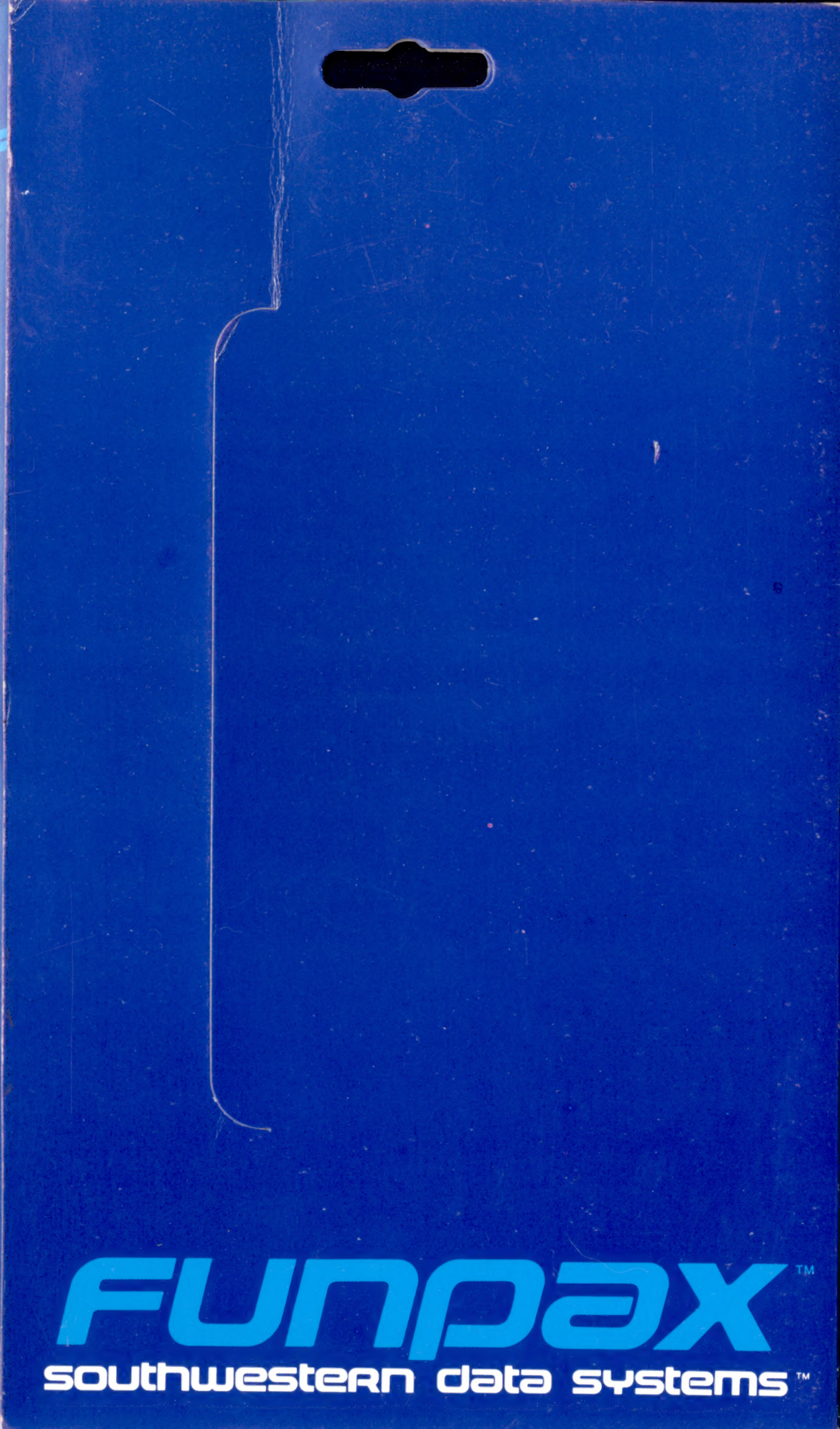
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By Ron Smailes

alert!

Enemy missiles bearing nuclear warheads are hurtling towards the United States!

alert!

Your Apple computer has determined the I.C.B.M. targets to be the ten most populated cities in America!

alert!

AUTOMATIC A.B.M. GUIDANCE SYSTEMS HAVE FAILED! Due to the disruption in the automated A.B.M. delivery sytem, **YOU** have been designated as the "FAILSAFE" system and must manually target, maneuver and detonate the secretly-built A.B.M. interceptors! THIS TASK IS YOURS ALONE! THE DEFENSE AND FATE OF THE CONTINENTAL UNITED STATES AND THE DEMOCRATIC FREE WORLD RESTS IN YOUR HANDS! DON'T BLOW IT! Strategic planning as well as quick reflexes are needed to survive! If you hold out long enough, even Congress helps by approving mobile MX missile and submarine-based reinforcements.

NOT "JUST ANOTHER" A.B.M.-LIKE GAME, Norad's world map shows all the action "IN A TOTALLY FRESH, NEW WAY" according to THE SOFTALK REVIEW, December 1981.

NORAD is a real-time, high resolution color graphics action game written for use on the APPLE II microcomputer with a minimum of 48K of memory and at least one disk drive.

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